EPIC LEGO® TOY: COLE MINIFIGURE + ULTRA-HAMMER!

LEGO® NINJAGO®

YOUR TOY!

Ultra-Hammer!

Rock hard: COLE

1 HEAD 2 FACES

Take the test!

What element are you?

BEWARE!

WHAT'S LURKING IN THE SAND?

12 PAGES! COMIC

THE PYRO VIPERS ARE COMING!

GIANT POSTERS!

IMMEDIATE MEDIA Co
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Warning! Choking hazard. Small parts. 0-3

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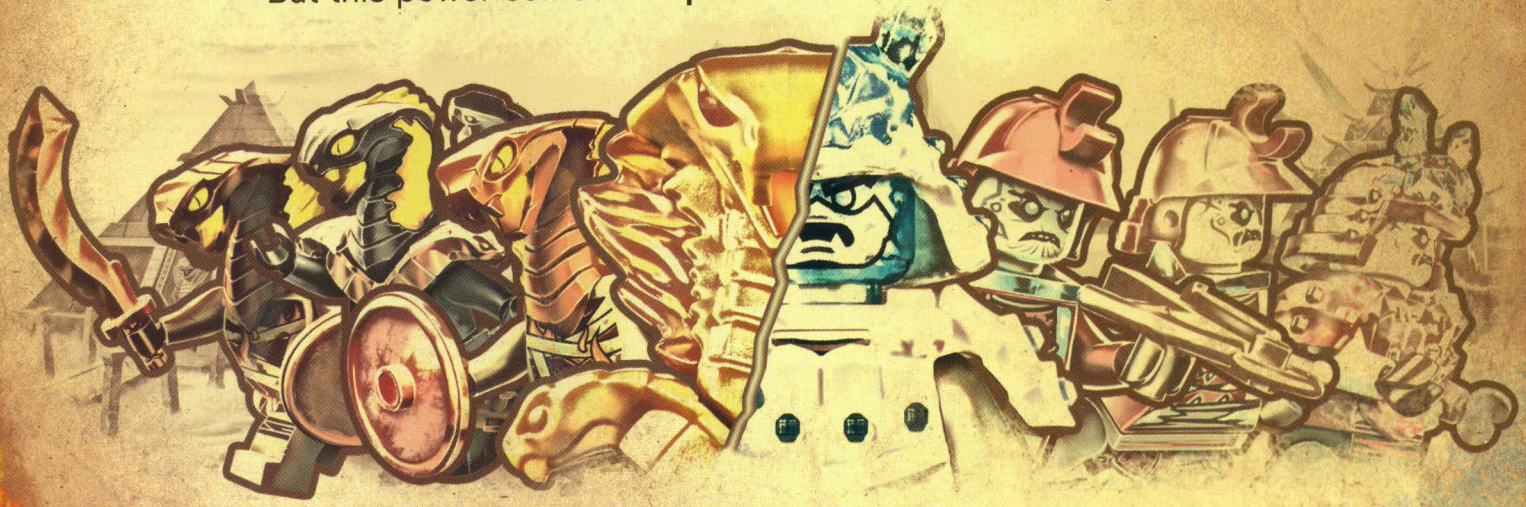
FORBIDDEN SPINJITZU!

The **new season of the LEGO® NINJAGO® TV show** is all about **Spinjitzu** – not the one mastered by the ninja, but a **lost and ancient form**. Bound in **two scrolls** slumbers a **dangerous power** – whoever holds the scrolls receives the power of full potential. But this power comes at a **price**: the wielder will slowly **turn evil**.



Two groups of villains are after the mighty scrolls: the fiery **Pyro Vipers** follow snake sourceress **Aspheera** into Ninjago City to conquer it with their magic **fire power**. Secondly, the **Blizzard Samurai,** who are ice-cold warriors. These **frosty villains** come from the **Never-Realm**. It is a land of **endless winter**, because it is ruled by the evil **Ice Emperor** and his mighty Ice Dragon. That's two threats for our ninja heroes that couldn't be more different. They have to work together and use everything they've got, to not only save **Ninjago City**, but also their **friends**.

Take the test! WHICH ELEMENTAL POWER DO YOU HAVE? PAGE 30

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Cole with Ultra-Hammer

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Lead Cole to his friends

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Repair Kai's Katana 4x4

33 **YOUR STUFF**
Your best pictures

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Who is it?

2 awesome POSTERS

FACTS & INFO: NEW ENEMIES!

Find the **FIERY CHICKENS!**

It escaped from Aspheera's pyramid: the fire chicken! It's hiding on pages with a chicken instead of a page number. Find all five!

COMIC PAGE 10+22

GET IN TOUCH!

Any questions or suggestions? Write to us:
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Mission

OVERCOME THE WATERFALL!

Cole is ready and wants to return to the ninja, but first he has to overcome a thundering waterfall. There are five paths he can slide down, but **which one must he take?** Follow the waterways and **turn off at each fork to find out which one leads him to solid ground!**

FIND THE WAY!

Mission

On arrival in Ninjago City, it's swarming with Pyro Vipers – but the ninja are there and ready to help Cole. Which of the five paths leads to the monastery? And which one scores the most points? Find out and unite the ninja!

How it works

1. Not all roads lead to the monastery. Tick off the paths that reach the destination.
2. Which of them scores the most points?
   - give you **+1 point**
   - give you **-2 points**

	Reached Goal?				Points
1	○	☐	☐	=	☐
2	○	☐	☐	=	☐
3	○	☐	☐	=	☐
4	○	☐	☐	=	☐
5	○	☐	☐	=	☐

*The suits of the ninja are called Gi.

Answers on page 34.

Mission

NINJA NONSENSE!

TIP You can tell the truth by the colours. Each blue beginning by Jay matches a blue end by Cole.

Cole has hardly arrived in the temple when he starts messing around. The Lightning Ninja keeps asking him questions, but Cole interrupts him and mixes up his words. Can you **match up the speech bubbles on the left and right so that they make sense?**

A HEY COLE, GOOD TO HAVE YOU BACK. OUR **MASTER OF...**

1 **SPINJITZU** NEVER FAILS AGAINST THESE PESKY VILLAINS - EVEN IF THEY ARE SNAKES.

B TALKING ABOUT POWER. WHERE DID YOU LEAVE YOUR **ULTRA...**

2 PERHAPS THEY WERE TRYING TO FIND A FIRE STATION IN THE **CITY**.

C YOU KNOW, WE SPIED ON YOU GOING DOWN THAT **WATER...**

3 AT FIRST I THOUGHT THOSE **VIPERS** WERE BURNING PLASTERS!

D THEN YOU WENT OUT OF THE FRYING PAN INTO THE FIRE WITH ALL THOSE **PYRO...**

4 **HAMMER** IS STORED SAFELY IN THE TOOL SHED NEXT TO THE FRIDGE!

E UNBELIEVABLE HOW MANY OF THOSE VILLAINS WERE IN **NINJAGO...**

5 **WU**-HU! NO VILLAIN WILL STAND A CHANCE AGAINST US!

F WITH OUR GREAT TEAMWORK WE MADE IT BACK TO THE **MONASTERY OF...**

6 YOU WATCHED WHILE I WAS ALMOST **FALL**ING DOWN?

G LET'S STOP THESE SHENANIGANS. WE NEED SOME ADVICE. LET'S GO SEE **MASTER...**

7 **EARTH** IS WHERE I'LL STAY AFTER THAT WILD WATERFALL.

SOLUTION:

A	B	C	D	E	F	G

Answers on page 34.

NINJA ACTION ERROR!

The ninja showed their moves in this cool picture! But the bottom picture has **10 errors** in it. Can you help Kai to **find the differences** in the fake picture? Circle them!

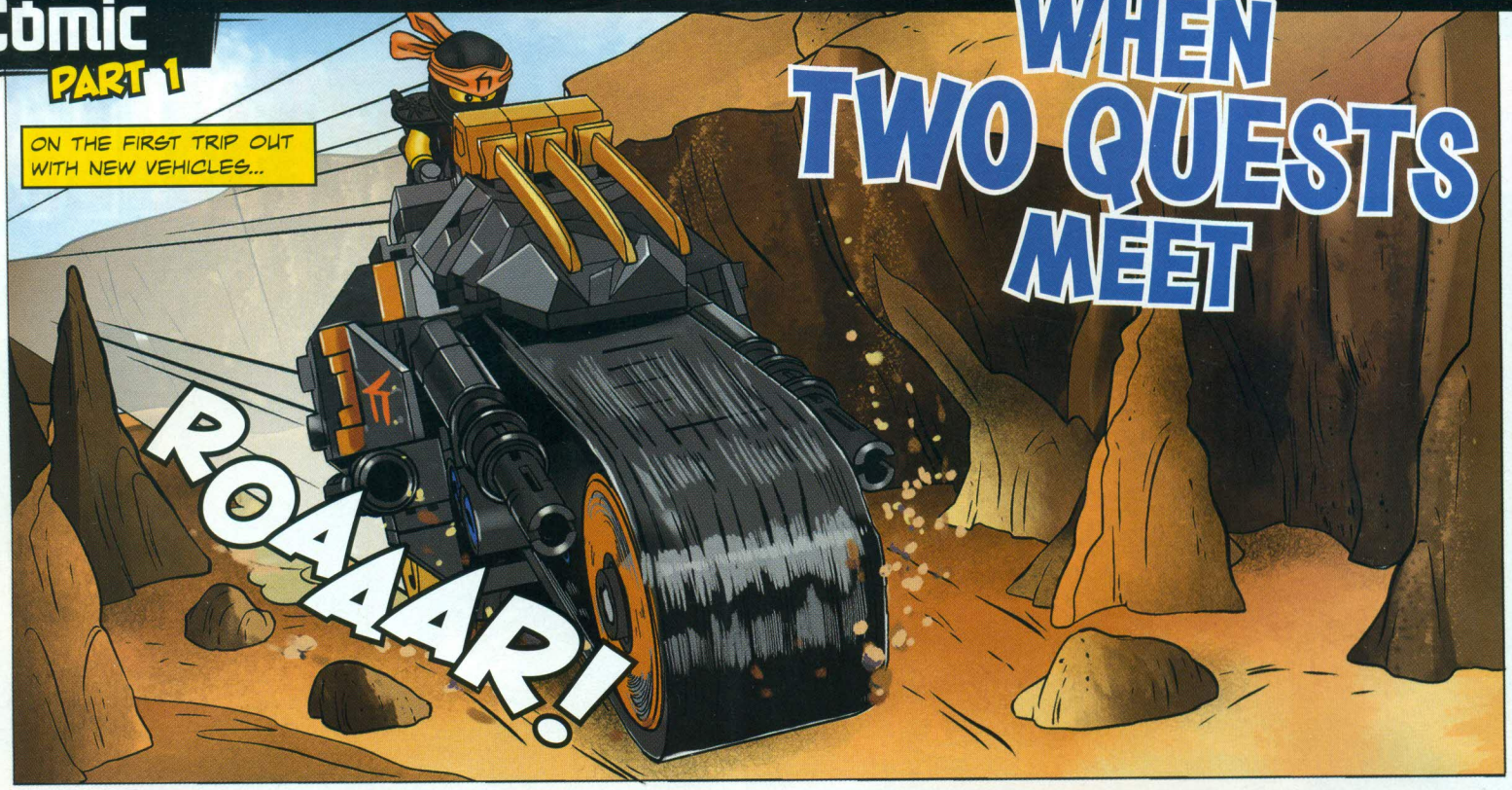
ORIGINAL

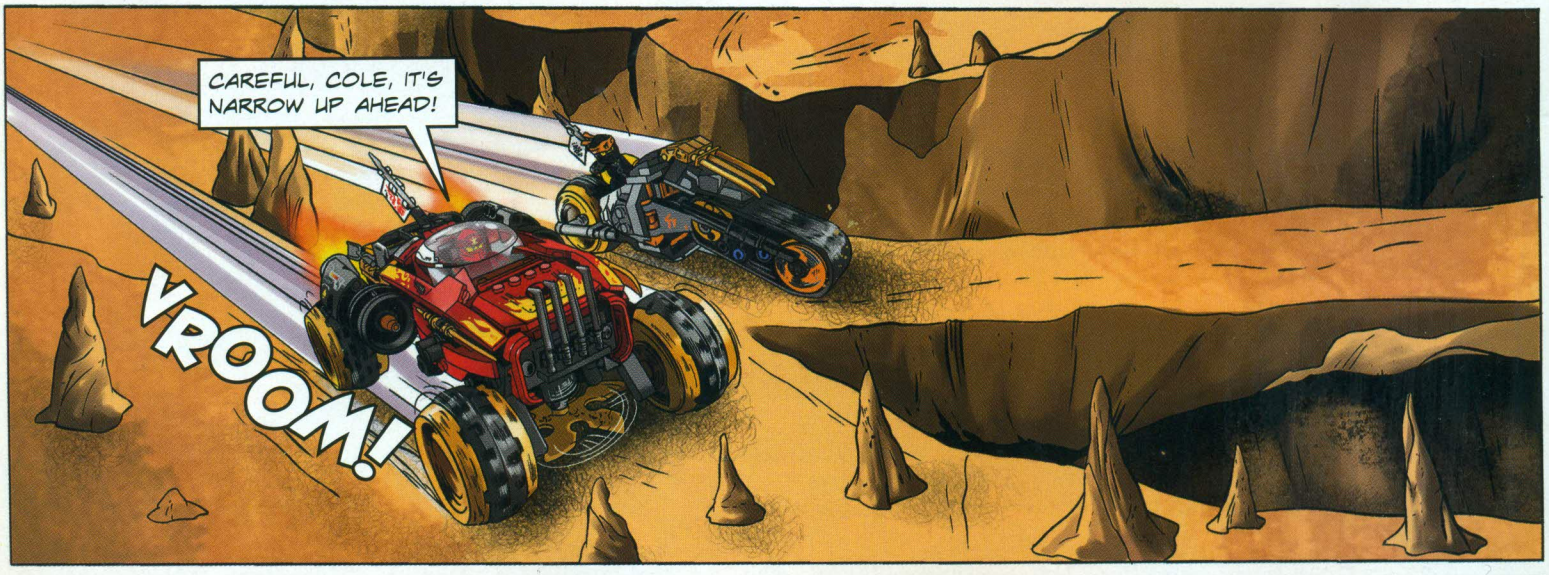
FAKE

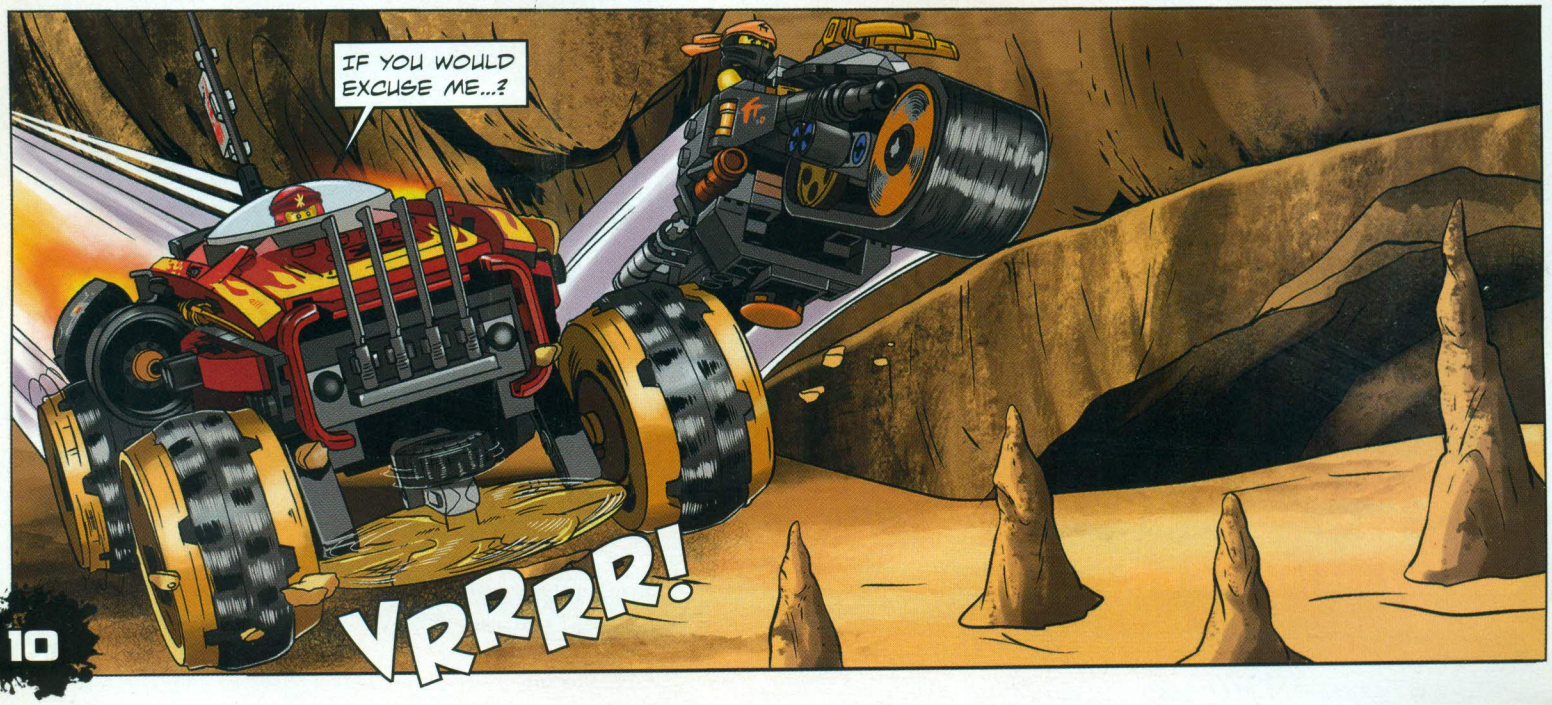
Answers on page 34.

Comic PART 1

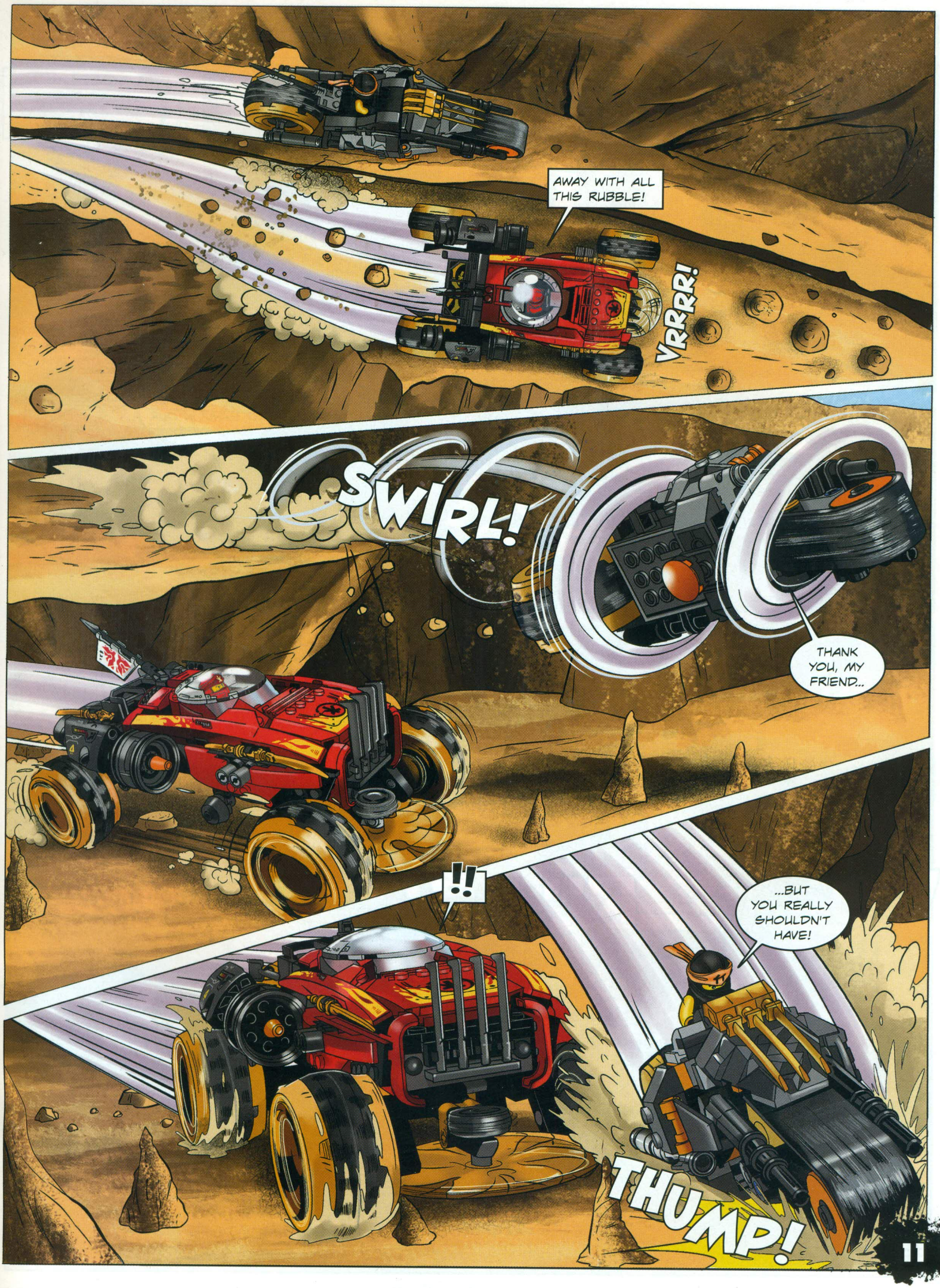
WHEN TWO QUESTS MEET





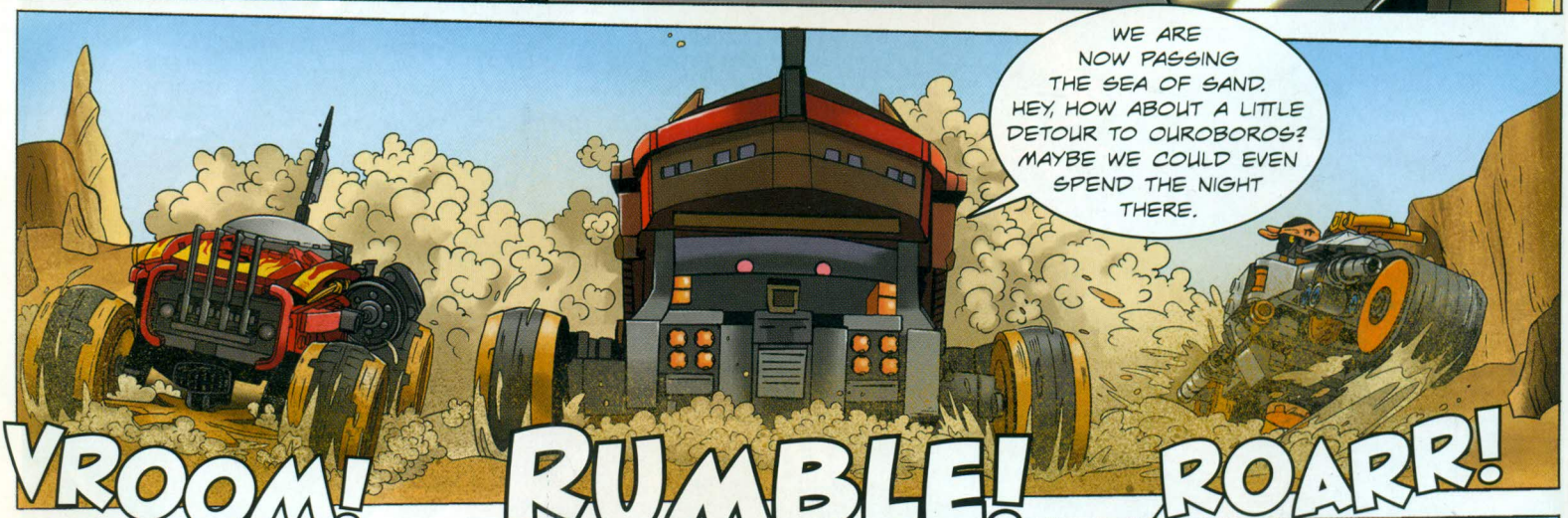


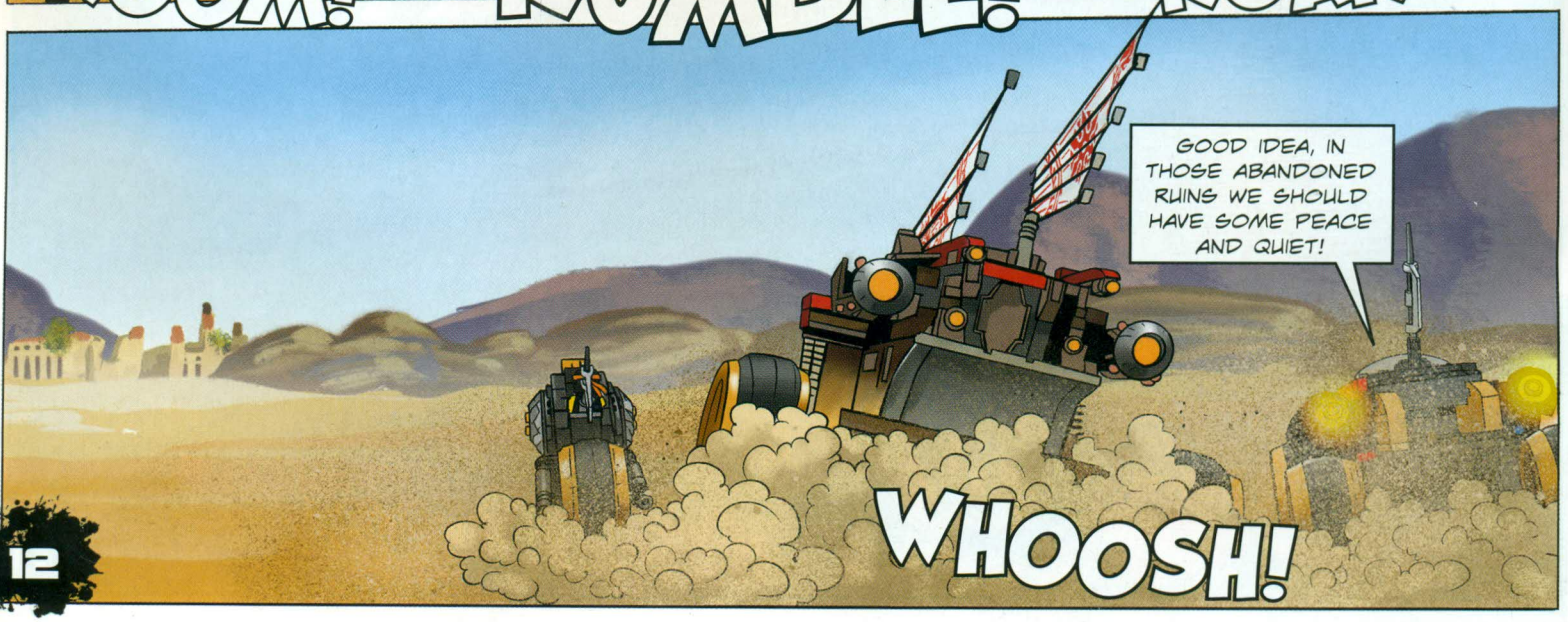
Story: Jan Dinter. Illustrations: Natascha Römer (Ink), Maria Lantsuta (Colours)

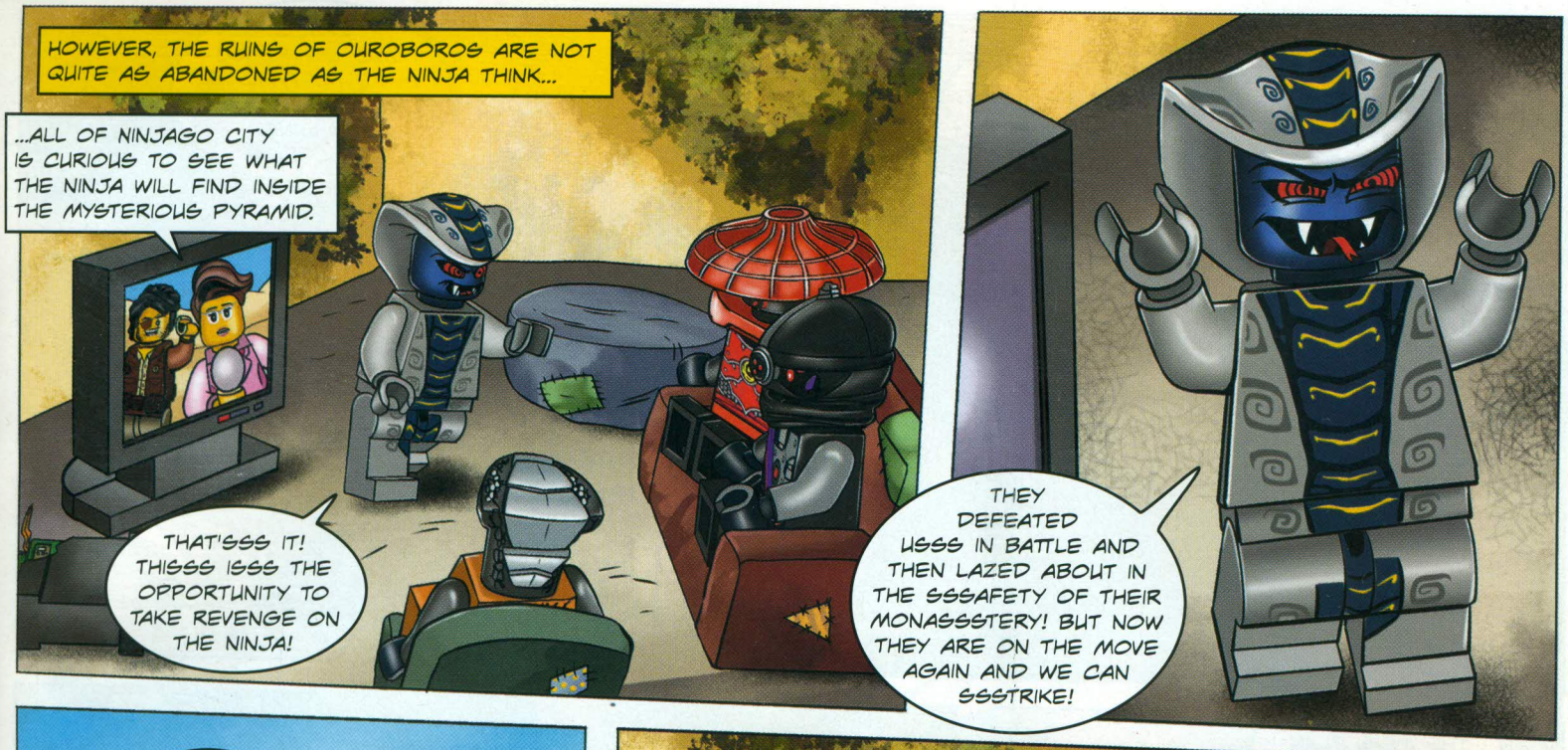

AWAY WITH ALL THIS RUBBLE!
VRRRR!
SWIRL!
THANK YOU, MY FRIEND...
!!
...BUT YOU REALLY SHOULDN'T HAVE!
THUMP!

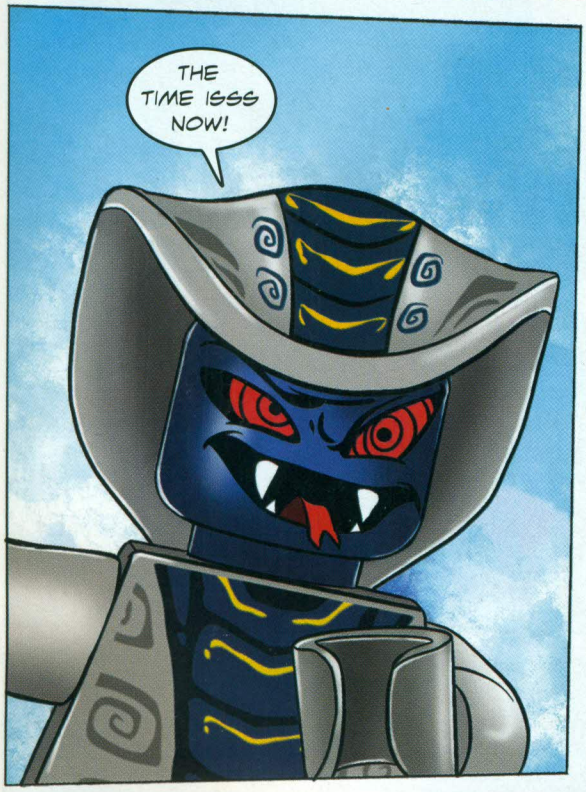
EASY, GUYS, P.I.X.A.L. CERTAINLY DIDN'T BUILD YOU THOSE NEW RIDES SO THAT YOU'D WRECK THEM AGAIN RIGHT AWAY!

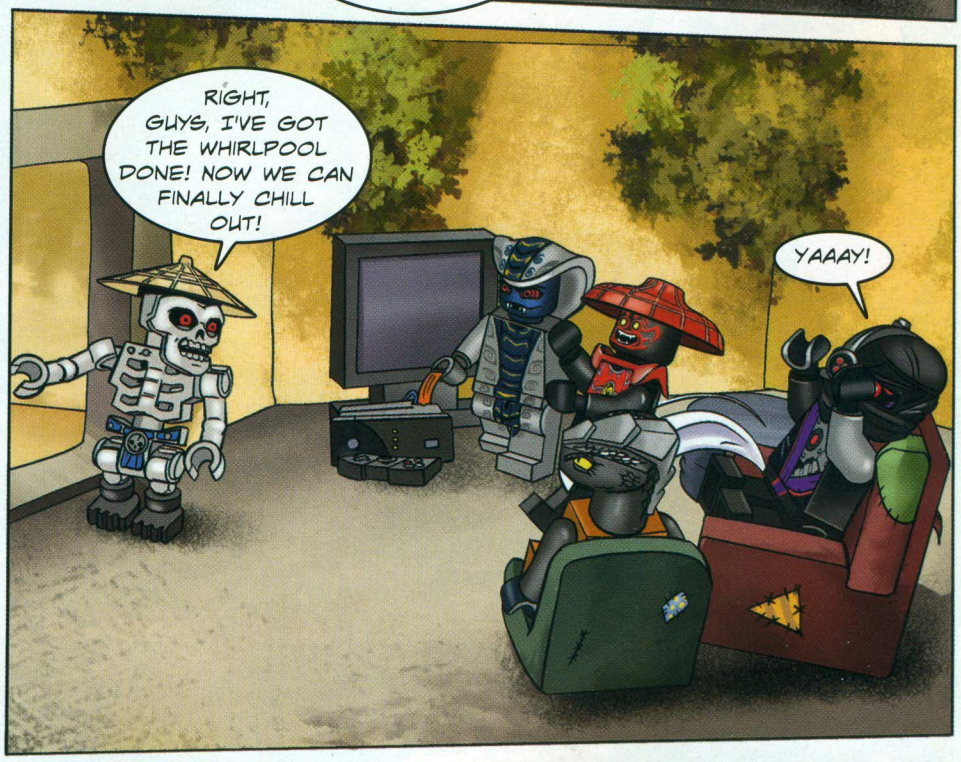
COOL THE ENGINES, WE STILL HAVE A LONG WAY TO THE PYRAMID IN THE DESERT OF DOOM AHEAD OF US.
LET'S HOPE THERE'S NO SAND IN OUR MACHINERY.


WE ARE NOW PASSING THE SEA OF SAND. HEY, HOW ABOUT A LITTLE DETOUR TO OUROBOROS? MAYBE WE COULD EVEN SPEND THE NIGHT THERE.
VROOM!
RUMBLE!
ROARR!

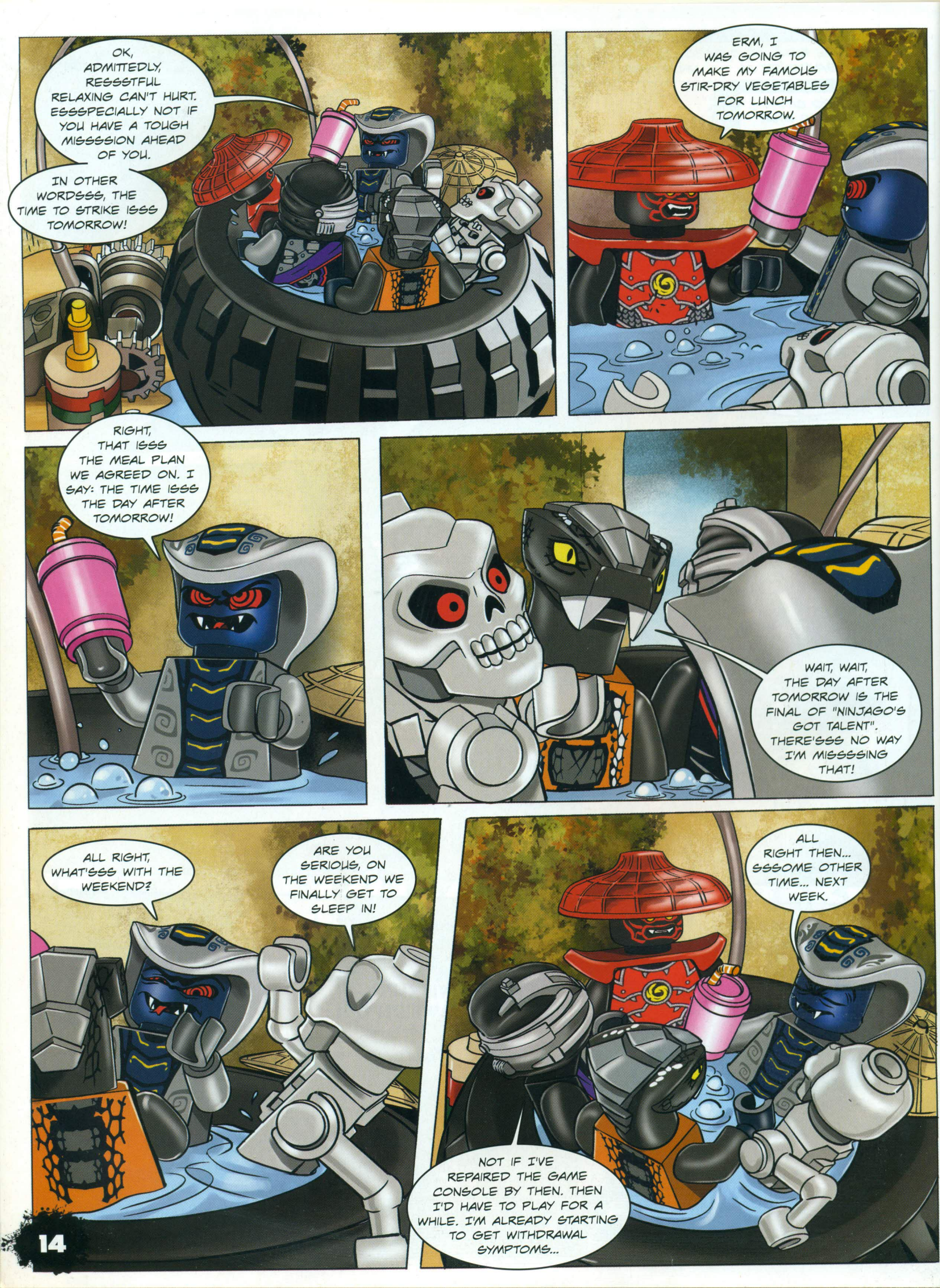

GOOD IDEA, IN THOSE ABANDONED RUINS WE SHOULD HAVE SOME PEACE AND QUIET!
WHOOSH!

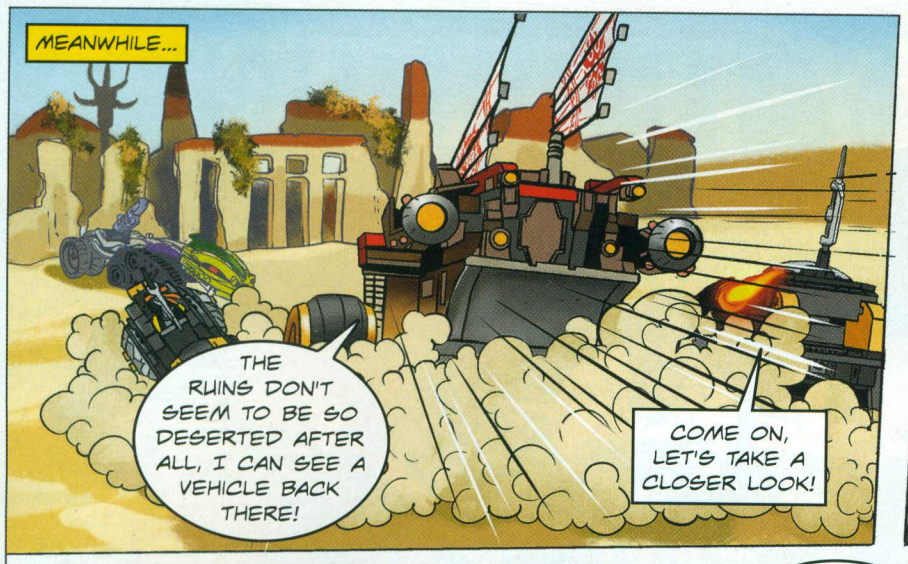

HOWEVER, THE RUINS OF OUROBOROS ARE NOT QUITE AS ABANDONED AS THE NINJA THINK...
...ALL OF NINJAGO CITY IS CURIOUS TO SEE WHAT THE NINJA WILL FIND INSIDE THE MYSTERIOUS PYRAMID.
THAT'SSS IT! THISSS ISSS THE OPPORTUNITY TO TAKE REVENGE ON THE NINJA!
THEY DEFEATED USSS IN BATTLE AND THEN LAZED ABOUT IN THE SSSAFETY OF THEIR MONASSSTERY! BUT NOW THEY ARE ON THE MOVE AGAIN AND WE CAN SSSTRIKE!

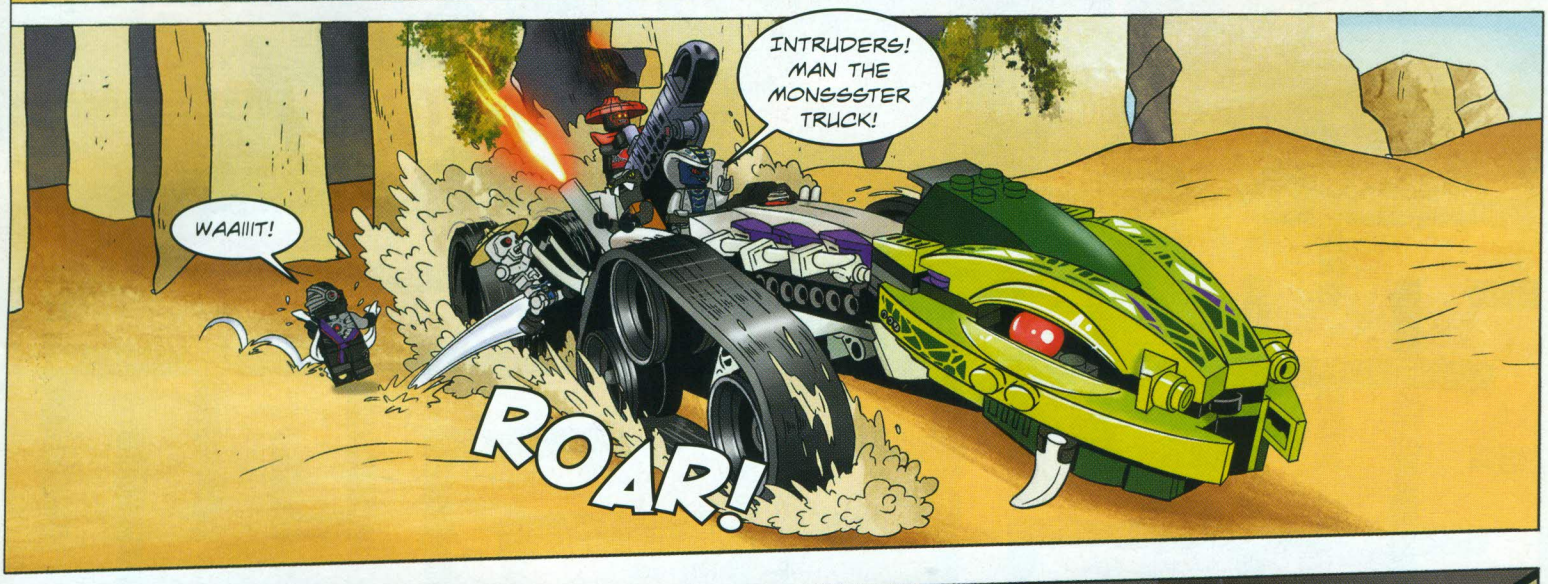

THE TIME ISSS NOW!


RIGHT, GUYS, I'VE GOT THE WHIRLPOOL DONE! NOW WE CAN FINALLY CHILL OUT!
YAAAY!

THE TIME MUSSST WAIT!
A BUBBLE BATH IS JUST THE THING IN THIS DUSTY SANDBOX!
WHIRLPOOL! WHIRLPOOL!
UH...


OK, ADMITTEDLY, RESSSTFUL RELAXING CAN'T HURT. ESSSPECIALLY NOT IF YOU HAVE A TOUGH MISSSION AHEAD OF YOU.
IN OTHER WORDSSS, THE TIME TO STRIKE ISSS TOMORROW!
ERM, I WAS GOING TO MAKE MY FAMOUS STIR-DRY VEGETABLES FOR LUNCH TOMORROW.
RIGHT, THAT ISSS THE MEAL PLAN WE AGREED ON. I SAY: THE TIME ISSS THE DAY AFTER TOMORROW!
WAIT, WAIT, THE DAY AFTER TOMORROW IS THE FINAL OF "NINJAGO'S GOT TALENT". THERE'SSS NO WAY I'M MISSSSING THAT!
ALL RIGHT, WHAT'SSS WITH THE WEEKEND?
ARE YOU SERIOUS, ON THE WEEKEND WE FINALLY GET TO SLEEP IN!
ALL RIGHT THEN... SSSOME OTHER TIME... NEXT WEEK.
NOT IF I'VE REPAIRED THE GAME CONSOLE BY THEN. THEN I'D HAVE TO PLAY FOR A WHILE. I'M ALREADY STARTING TO GET WITHDRAWAL SYMPTOMS...





Continued on page 22!

Mission

TRICKY TERRAIN!

Kai and Cole want to roar towards the villains, but the area around Ouroborus is like a labyrinth. **Guide both heroes to their destinations** so that they can catch the villains!

Answers on page 34.

THE PYRO VIPERS ARE COMING!

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SEE YOUR SET COME ALIVE

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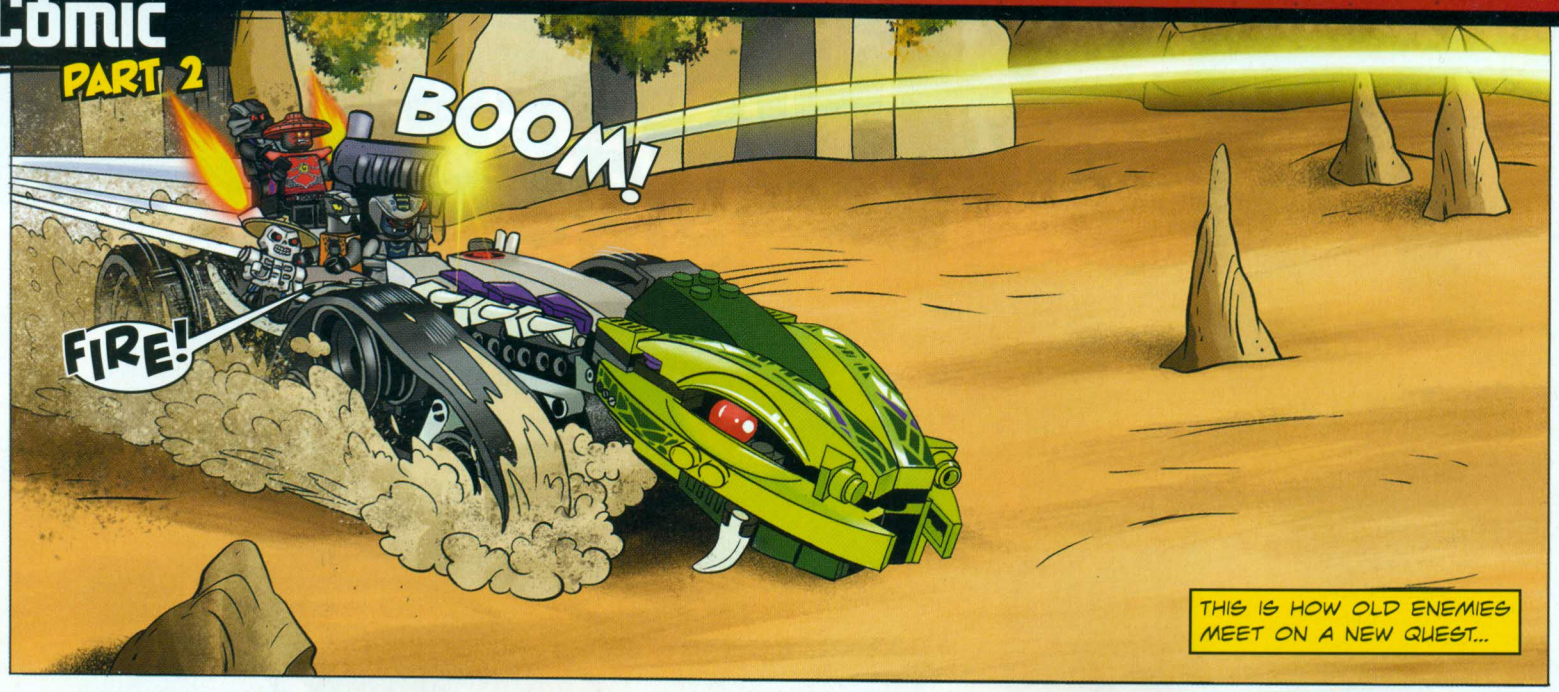
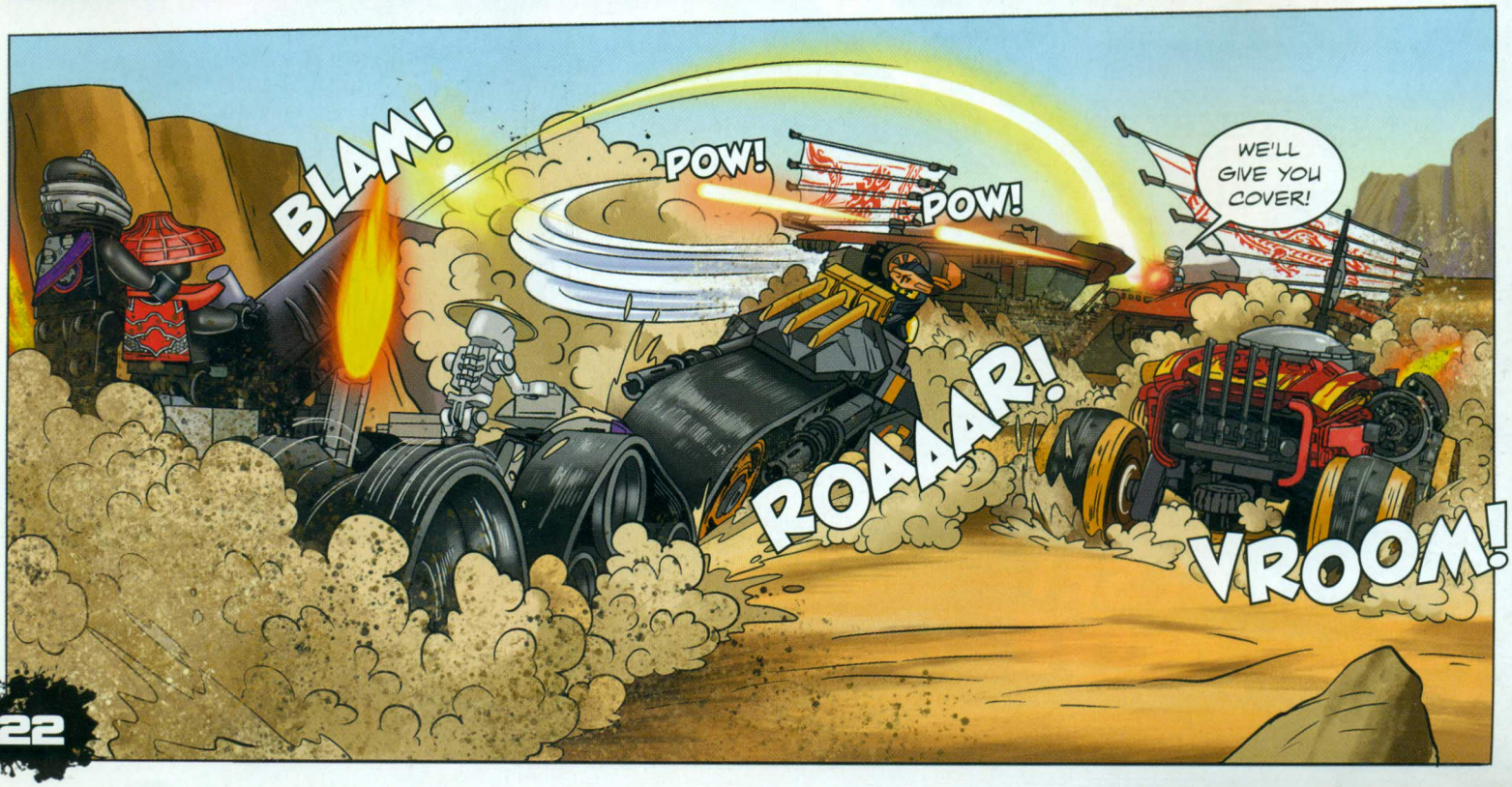
Comic
PART 2

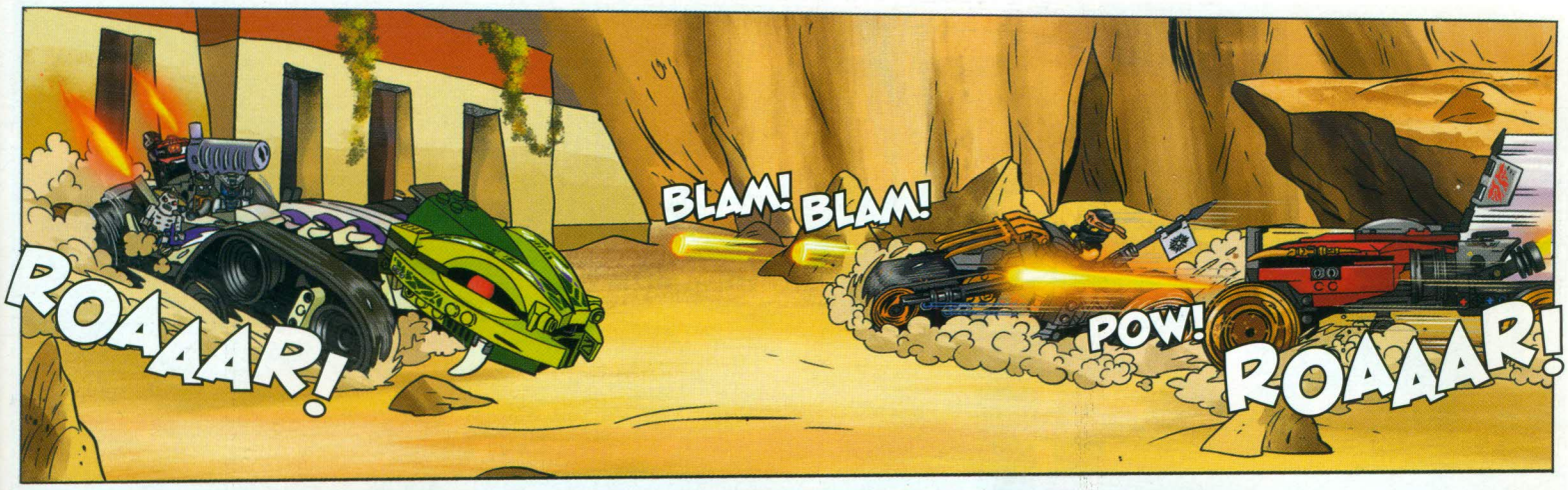

BOOM!
FIRE!
THIS IS HOW OLD ENEMIES MEET ON A NEW QUEST...

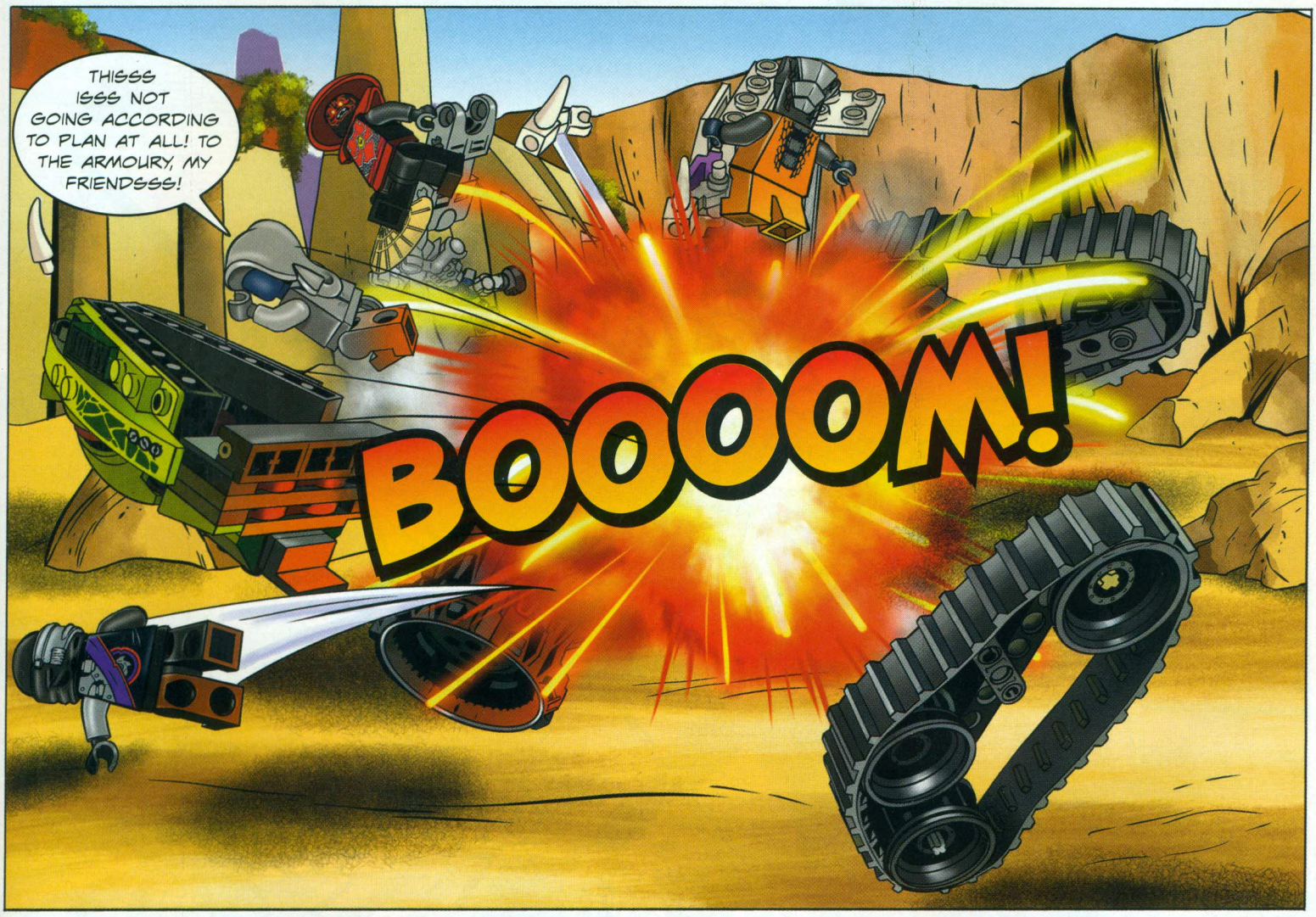
ENEMY FIRE! TURN ABOUT IMMEDIATELY AND ALIGN THE CANNON!

KAI AND I WILL DEAL WITH THEM, WON'T WE KAI?

YOU BET!

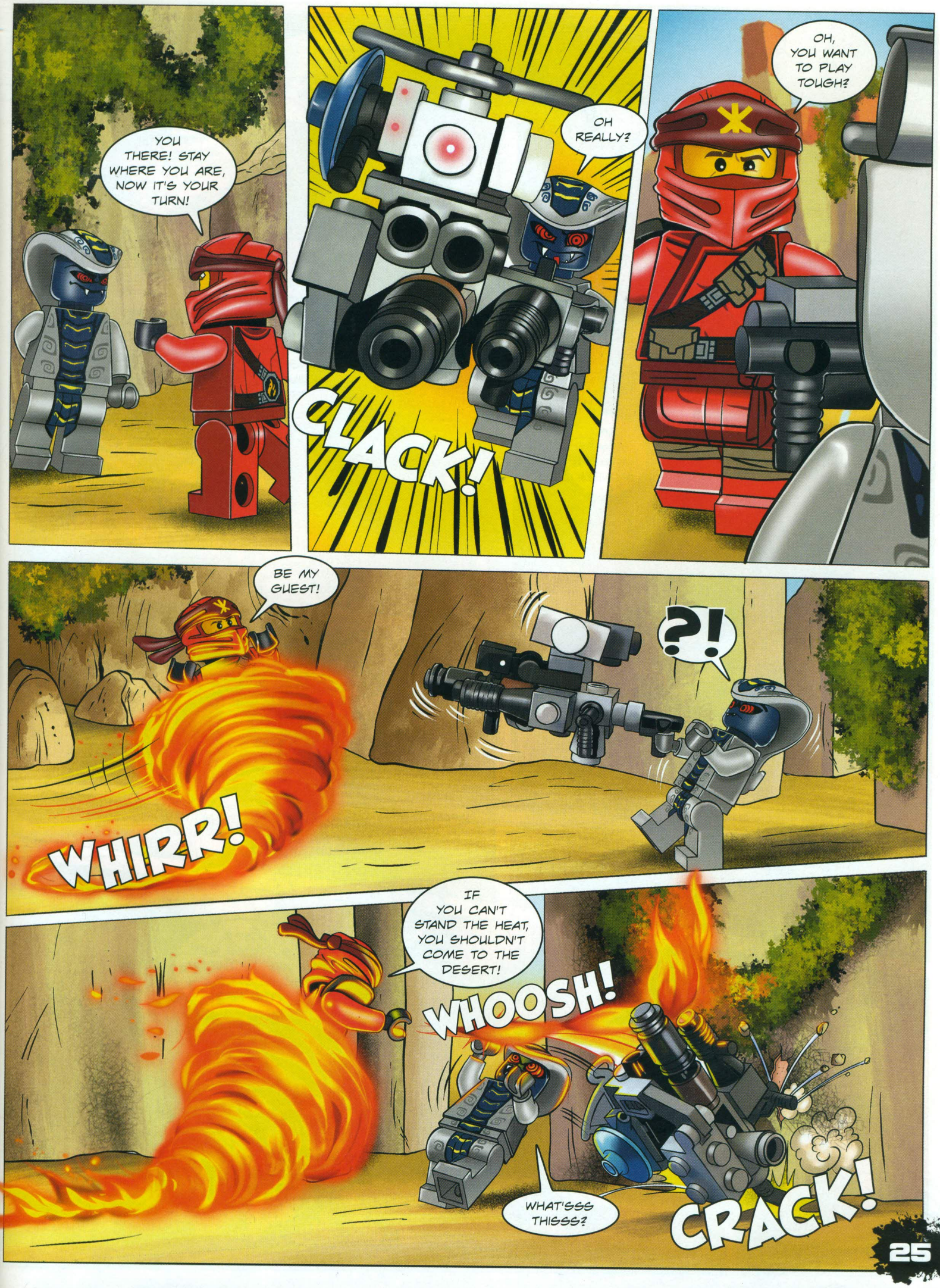

BLAM!
POW!
POW!
WE'LL GIVE YOU COVER!
ROAAAR!
VROOM!


ROAAAR!
BLAM! BLAM!
POW!
ROAAAR!


THISSS ISSS NOT GOING ACCORDING TO PLAN AT ALL! TO THE ARMOURY, MY FRIENDSSS!
BOOOOM!

THEY ARE FLEEING TO THE RUINS!
GREAT, THAT MEANS CLOSE COMBAT, NINJA STYLE!

STAY TOGETHER, PEOPLE, REVENGE ISSS OURSSS!
OK, IF I COUNTED CORRECTLY, THERE'S ONE FOR EACH OF US!
KICK!
HA!
OOF!
THUMP!
CRACK!
FRAZZLE!


YOU THERE! STAY WHERE YOU ARE, NOW IT'S YOUR TURN!
OH REALLY?
CLACK!
OH, YOU WANT TO PLAY TOUGH?
BE MY GUEST!
?!
WHIRR!
IF YOU CAN'T STAND THE HEAT, YOU SHOULDN'T COME TO THE DESERT!
WHOOSH!
WHAT'SSS THISSS?
CRACK!

LET'SSS GET OUT OF HERE!
KAI, WHAT HAVE YOU DONE?!
WHAT?! I FIRED UP THE SNEAKY SNAKE, WASN'T THAT THE PLAN?
BUT NOW EVERYTHING IS BURNING! YOU'RE RUINING THE RUINS!
WHAT NOW?!
NOW I SUPPOSE WE HAVE TO THROW SOME SAND ON THE FIRE!
SWIRL!

RIGHT, JOB DONE!
SWOOSH!

DON'T GET TOO WILD, KAI. YOU MUST ALWAYS HAVE YOUR ELEMENTAL POWER UNDER CONTROL... YOU HAVE TO KEEP PRACTISING.

IT'S LIKE IN ANY OTHER JOB: ALWAYS TAKE CARE OF YOUR TOOLBOX!

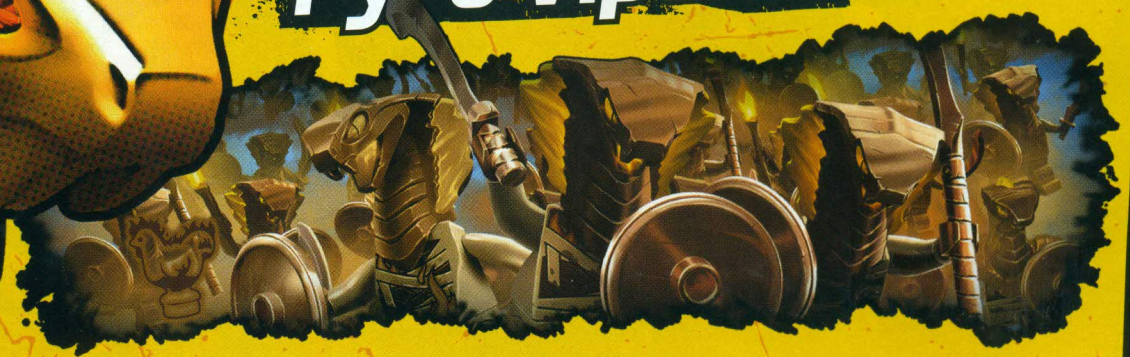
AND SO...
IF WE HAVE AN UNEXPECTED ENCOUNTER ON THIS MISSION, I WANT TO COUNT ON YOU AND YOUR POWERS.
LOOSEN UP, COLE, YOU CAN ALWAYS COUNT ON MY FIRE POWER!
RUMBLE!

The end

Aspheera explains

THISSS ISSSS HOW I CRUSH THE NINJA!

Pyro Vipers!



I create these **mummies** with my **fiery magic**. They may only be **brainless servants**, but they are also **powerful henchmen** who will make life difficult for those pesky ninja. The heroes will burn their fingers on these fiery little fellows. Even if the ninja put out their fire, I let them **rise again and again** with a little touch of my fire magic.

Three types:

Fire Fang!

I conjured up this **gigantic fire snake** directly out of the **lava** from the lost pyramid. It serves me mainly as a mount to move around in Ninjago City. But it is no tame pony! It **spits fire** and, with its unbelievable size, it can **flatten everything** that gets in its way. The only hassle is finding a parking space for its size!

Ancient Pyramid!

Deep in the **Desert of Doom** lies the pyramid of the ancient serpent king, **Mambo the Fifth**. When I took over power I moved in there right away. But my unruly subjects didn't like me very much. That's why they mutinied and I was held prisoner in a **chamber** deep inside the pyramid. Luckily, the ninja and **Clutch Powers freed me** by accident! Now nothing stands in my way. I will get my revenge!

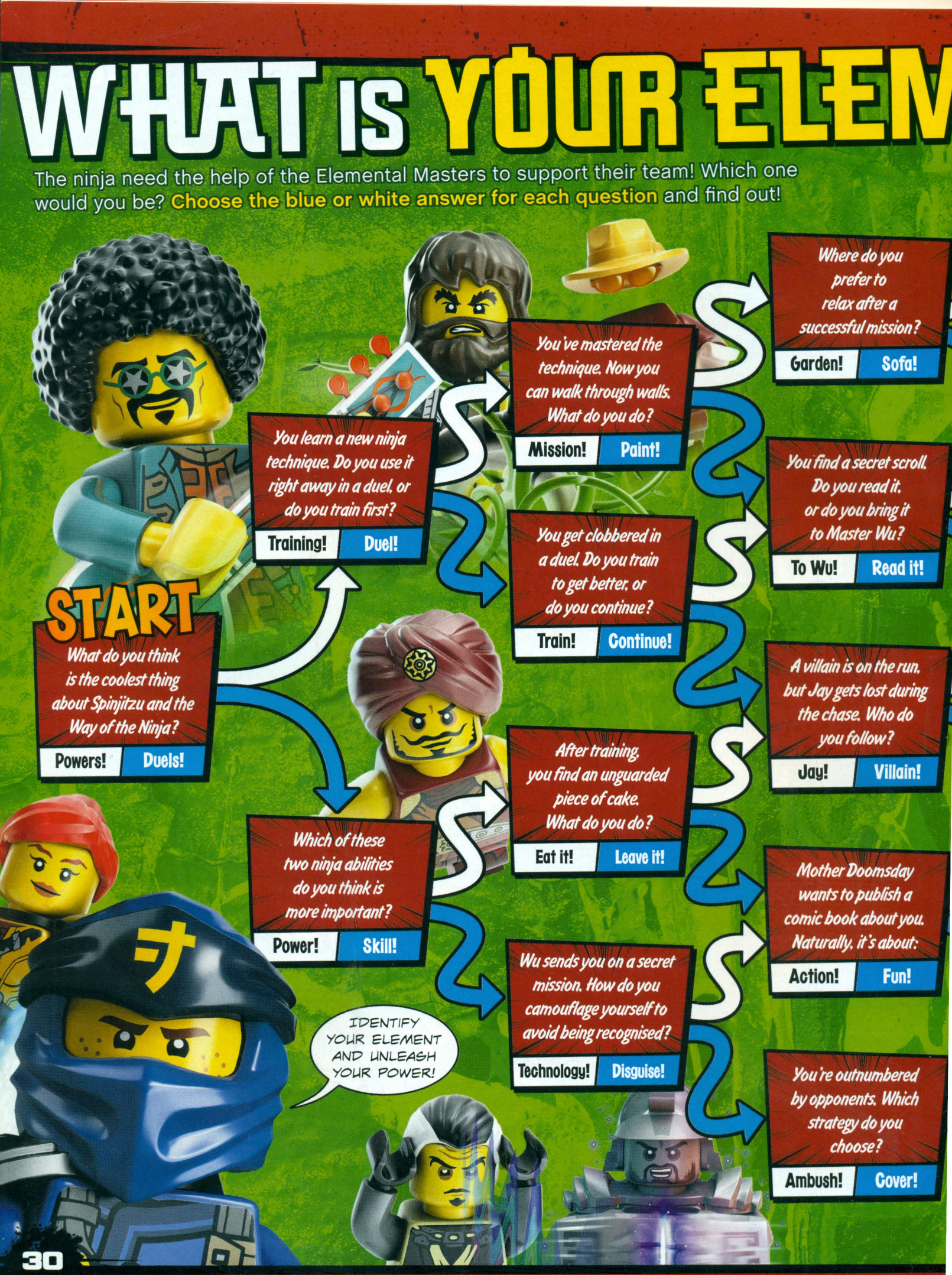
Forbidden Powers

The **Scrolls of Forbidden Spinjitzu** are my key to conquering Ninjago City. They give me the power of **True Potential** without me having to do any training. Practical, isn't it? Cautious bores claim that the magic power from the scrolls comes at a **price**, but they have **no idea**! The ninja must **never** get their hands on the Scrolls of Forbidden Spinjitzu because they would also give them **fabulous powers**!

The two scrolls that I need have "the forbidden art" written on them!

WHAT IS YOUR ELEM

The ninja need the help of the Elemental Masters to support their team! Which one would you be? **Choose the blue or white answer for each question** and find out!



ENT? Find out here!

Test

NATURE
These powers give you the power of nature. You are as tough as a tree trunk or as flexible as a branch.

SOUND
With the power of sound you can not only produce sound waves, but also throw great parties.

GRAVITY
You switch off gravity and can fly like a bird – but beware of airplanes!

METAL
You're hard as steel and can withstand any attack. That's always useful, but not against magnets!

You meet the ninja in totally relaxed mode. What would you like to do with them?

Party! | Airjitzu!

You're floating through the air when you see a villain below. From where do you attack?

Above! | The ground!

Which of these two ninja abilities do you find more important?

Muscle! | Brains!

GHOST
You have the ability to read minds. This way you always know what your opponent is up to.

The ninja are setting off on a mission in Destiny's Bounty. Do you sneak on board or stay put?

On board! | Stay put!

In a tricky situation you don't panic because you can rely on:

Others! | Me!

Wu's posed you a tricky riddle. How do you come up with the solution?

Think! | Talk!

Master Wu's favourite teapot gets broken during training. What do you do?

Confess! | Replace it!

An unknown opponent suddenly appears and challenges you. What do you do?

Plan! | Attack!

AMBER
With this element you have the ability to copy all other elements. Use it wisely.

It's your turn to clean the dojo. But it's really filthy. What do you do?

Clean! | Hide!

A mission goes wrong. Now a solution has to be found quickly... How do you proceed?

As a team! | Alone!

LIGHT
The ability to change light makes you invisible. You are well camouflaged and you can do anything.

SHADOW
Vanishing into shadows and suddenly reappearing is your power. Where have you gone?

SMOKE
When the going gets tough, you turn yourself into smoke. That way nobody can catch you.

SPEED
Think fast, act fast. Like Griffin Turner, you have the ability of extreme speed.

Puzzle

SPEED TROUBLE!

In **this picture**, **Kai** and **Nya** are up against the evil **Pyro Vipers** in the desert. Due to the sheer **high speed**, **six parts** have fallen out during this fast duel. Can you **insert** them back into the picture?

Answers on page 34.

Find!

NINJA POST!

Send us your **best drawings** and pictures for a chance to win an **awesome prize**!

WIN!

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In exceptional circumstances, we may have to swap the gift for another of equal quality. See competition rules below.

WATER WARRIOR! NYA LOOKS GREAT IN SOPHIA'S PIC! NICE WORK!

RED ROBIN! FIRE NINJA ROBIN IS READY FOR BATTLE!

DESTINY'S DRAWING! SHIP SKETCHER ROSIE SENT IN A GREAT PIC OF DESTINY'S BOUNTY!

THIS MONTH'S COOL CREATOR! NINJA MECHANIC JOSHUA CREATED A DRAGON WALKER MECH! WOW!

RONIN ATTACKS! ALBIE HAS SENT IN HIS PIC OF ONE OF THE COOLEST WARRIORS AROUND!

THESE PICTURES ARE RIGHT ON TARGET

Want to be in the magazine?

Send us your pics and letters to:

LEGO NINJAGO magazine,
Vineyard House,
44 Brook Green,
London W6 7BT

Or email them to us at:
LEGO.NINJAGO@immediate.co.uk

Keep sending in your letters, drawings and photographs! Always remember to include your name, age and address! Sorry, we won't be able to send these back to you.

COMPETITION RULES: The promoter is Immediate Media Company London Limited, registered address 4th Floor, Vineyard House, 44 Brook Green, London W6 7BT. Please make sure that we have your entries by 11.59pm on 18 September 2019. 1. Entrants must be between 5 and 16 years old. You need permission from your parent/guardian before you can enter the competition. 2. You can enter if you live in England, Wales, Scotland, Northern Ireland or the Channel Islands, unless someone who lives in your house works for Immediate Media Company. 3. By entering the competition, you promise to us that you have read these rules and that you will follow them. 4. We can't include entries which arrive too late and we can't accept responsibility if your entry is lost. 5. The winners will be chosen at random from all the correct entries. 6. One entry per household. We don't allow bulk entries or entries made by other people on your behalf. We will disqualify all entries which break this rule. 7. If you win, you will receive the prize described. We won't swap the prize for cash. If there's ever a reason why we can't give you exactly the same prize, we'll give you something just as good or better instead. 8. Winners will be contacted within 28 days of a competition closing date, either by post, telephone or email. Prize fulfilment will be within 28 days from the date we receive the winners' address details. However, where there are a number of prizes these may be sent to the winners without us contacting them first. 9. If we contact you to tell you you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up or give it away in a future competition. Your details: We will use your name, address and any other details that you give us to run this competition. If you win, we will pass them to the person who's providing the prize so that they can post it to you, and we may use your first name in the magazine or on our website, but we won't provide them to anyone else without your permission. Immediate Media's privacy policy can be viewed here: www.immediate.co.uk/privacy-policy.

Next issue... In shops from 11 September!

Your toy: PYRO VIPER

WITH FIRE-NUNCHUCKS!

EVERYBODY KNOWS WATER BEATS FIRE!

Toilet Paper?

PLUS!

- NINJA MISSIONS!
- EPIC FACTS!
- COOL POSTERS!
- + LOADS MORE!

Exciting Comic!

Answers:

The mystery chickens:

P. 5: Next to Cole C
P. 6: On the fourth stone above the bridge
P. 28: Under Aspheera's mouth
P. 31: Beneath the element Sound
P. 32: Under the Pyro Viper's chin
P. 33: To the right of Red Robin

Smashing earth ninja!
Page 5:
B is the real one

Overcome the waterfall!
Page 6:

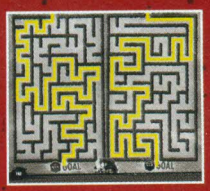
Find the way!
Page 7:

1 ⊘ 7 3 1
2 ⊗
3 ⊘ 5 2 1
4 ⊗
5 ⊘ 10 4 2

Ninja nonsense!
Page 8:
A7, B4, C6, D3, E2, F1, G5

Ninja action error!
Page 9:

Tricky terrain!
Page 16:



Speed Trouble!
Page 32:
1E, 2C, 3A, 4D, 5F, 6B

Before playing the game: Grab **three friends** – all fellow ninja experts! – and form **two teams**. Carefully cut out the cards (tip: ask an adult help you with the cutting). Then shuffle the cards thoroughly and place them in a stack in front of you on the table: **Now you can start playing!**

SKYLOR

PSSSSST!

Chen
Amber
Kai

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MASTER WU

PSSSSST!

Beard
Tea
Hat

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CYRUS BORG

PSSSSST!

P.I.X.A.L.
Tower
Inventor

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COLE

PSSSSST!

Earth
Ninja
Cake

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KAI

PSSSSST!

Fire
Nya
Blacksmith

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NYA

PSSSSST!

Water
Kai
Samurai

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IRON BARON

PSSSSST!

Dragon
Evil
Top hat

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RUFUS McCALLISTER

PSSSSST!

Comics
Store
Doomsday

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P.I.X.A.L.

PSSSSST!

Nindroid
Zane
Samurai

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The rules: Sit opposite your partner. The team with the **youngest player begins**. Take the top card from the stack. Then explain the character on the card to your team-mate. The other team looks at the card to check whether you break a rule. **You are not allowed to say the name or any of the three secret words**. If the name is guessed correctly, the card belongs to your team. If the team does not guess the name, or a forbidden word is used, the card is put back under the stack with the other side up. If the name is guessed correctly or if a rule is broken, it's the other team's turn. When the stack is used up **the team with the most cards wins.**

TEAM GAME
For 4 players!

NINJA QUIZ GAME!

PART 1 OF 2!

In this fun game you and your friends have to put your ninja knowledge to the test. Take it in turns to **guess the names, but beware of the forbidden words!** Have fun!

DARETH

PSSSSST!

- Brown
- Ninja
- Dojo

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GARMADON

PSSSSST!

- Lloyd
- Wu
- Evil

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KILLOW

PSSSSST!

- Garmadon
- Biker
- Big

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ACRONIX

PSSSSST!

- Time blade
- Brother
- Twin

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KRUX

PSSSSST!

- Time blade
- Twin
- Dr. Saunders

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BABY WU

PSSSSST!

- Infant
- Cole
- Master

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MISAKO

PSSSSST!

- Garmadon
- Wu
- Lloyd

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HARUMI

PSSSSST!

- Lloyd
- Garmadon
- Princess

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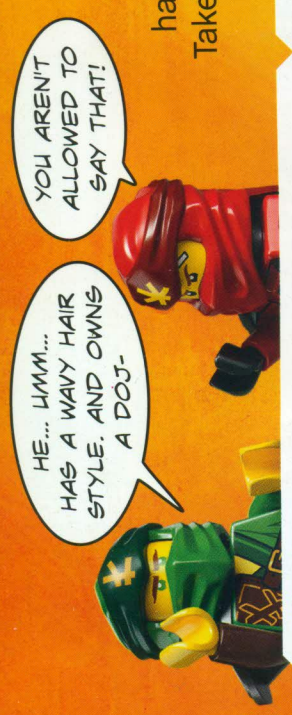

Quick rules

1. *Team 1 takes a card*
2. *One team member explains a name to the fellow team-mate without using any of the three code words. The other team checks them.*
3. *If the team guesses the name correctly, the card belongs to Team 1. If they don't, the card goes back, with the other side up, under the pack in the middle of the table.*
4. *Now it's the turn of Team 2.*
5. *The team with the most cards wins!*